

What is claimed is:

1. A method comprising:
 - 5 calculating a speed of game play based on a number of plays per unit time; determining a pay schedule based on the calculated speed of game play; and displaying a racing object having a position which changes based on the calculated speed of game play,
 - 10 wherein a player payout percentage defined by the determined pay schedule is greater for a first speed of game play than for a second speed of game play, the first speed being greater than the second speed.
2. The method of claim 1, in which the step of calculating the speed of game play comprises:
 - 15 calculating the speed of game play based on a number of plays which have occurred since a predefined amount of time.
3. The method of claim 1, in which the step of calculating the speed of game play comprises:
 - 20 calculating the speed of game play based on a predetermined number of plays.
4. The method of claim 1, further comprising:
 - 25 providing a payout based on at least the determined pay schedule.
5. The method of claim 1, further comprising:
 - 30 calculating a running count based on the speed of game play; and providing a payout based on at least the running count.

6. A method comprising:
 - generating a plurality of slot machine outcomes, each outcome corresponding to a point value;
 - 5 calculating an average speed based on the point values; and displaying a racing object having a position which changes based on the calculated average speed.
7. The method of claim 6, further comprising:
 - 10 determining a pay schedule based on the calculated average speed, wherein a player payout percentage defined by the determined pay schedule is greater for a first average speed than for a second average speed, the first average speed being greater than the second average speed.
- 15 8. The method of claim 6, in which the step of calculating the average speed comprises:
 - calculating the average speed based on a number of plays which have occurred since a predefined amount of time.
- 20 9. The method of claim 6, in which the step of calculating the speed of game play comprises:
 - calculating the average speed based on a predetermined number of plays.
10. The method of claim 6, further comprising:
 - 25 providing a payout based on at least the average speed.
11. The method of claim 6, further comprising:
 - calculating a running count based on the point values; and
 - providing a payout based on at least the running count.
- 30 12. The method of claim 6, in which each outcome includes a plurality of reel symbols, and

in which the step of calculating the average speed based on the point values comprises:

for each reel symbol of the outcome, accessing a look-up table using the reel symbol.

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13. A method comprising:

receiving payment for a predetermined number of slot machine outcomes; generating the predetermined number of slot machine outcomes, each outcome corresponding to a speed value;

10 displaying a racing object having a position which changes based on the speed value; and

14. The method of claim 13, further comprising:

providing a payout based on at least the speed value.

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15. The method of claim 13, further comprising:

providing a payout based on at least the position.

16. The method of claim 13, further comprising:

20 calculating an average speed; and

providing a payout based on at least the average speed.

17. The method of claim 13, in which generating the predetermined number of slot machine outcomes comprises:

25 generating a respective slot machine outcome for each one of a plurality of player commands.